

ATARI 7800™ Game Manual



You and your grandpa just put your life savings into buying a small farm—a few acres for growing vegetables and raising horses, a place to get away from the bustle of city life.

As the sun of your settle in on the back porch, you notice a couple of small critters scurrying across the cornfield. Then you hear squeaks and squeaks coming from the barn. *Morror of horrors!* Your entire farm is infested with vermin determined to drive you insane!

It's you or them. With your trusty gun in hand, you head for the barnyard. Gramps backs you all the way. You'll show them you're no city slacker!

Getting Started

1. With your Atari 7800 set up, insert the *Barnyard Blaster* cartridge into the console. Plug your Atari 2600 light gun into the left controller port on the front of your console (in two-player game, players share one light gun).
2. Turn on your television, and press the **[Power]** key to turn on the console. The *Barnyard Blaster* title screen will appear. Aim the light gun at the screen and shoot to view the game options. Help of help with a one-player or two-player game option. (If you don't shoot the title screen, the game options screen will automatically appear in a few seconds.)

3. Holding the light gun three to five feet from the screen, aim and shoot at the tale for the option you choose.

4. To pause the game, press **[Pause]**. To return to the title screen, press **[Reset]**.

5. To turn the music on or off, press **[Select]**.

Playing the Game

Your goal is to rid your farm of vermin by shooting targets in each of three areas: the barnyard, the cornfield, and the barn. You aim and shoot your light gun to hit static and moving targets on the screen. You have up to 40 bullets per screen, so aim accurately to avoid wasting precious ammunition.

In order to advance through each area, you must achieve a certain percentage of shooting accuracy in that area. Each time you finish one area of the farm, your scores are displayed: your score for that screen, your bonus bullet score based on the number of squares, and your total game score. You can shoot the score screen to advance to the next screen, or you can wait for it to advance automatically.

Blast!

A fourth area of the farm—Grampa's bonus screen—gives you a chance to brush up on your bang-shooting and eliminates points. This screen appears each time you leave other areas of the farm.

If you make it through all three areas, you'll make the rounds again and again, with each round more challenging than the last. At the end of the game, you'll be given one of 15 possible target-shooting ranks, from Total Duck, the lowest, to Blaster, the highest.

Rank	Screens Completed
Total Duck	0
Egg Hunter	1-2
Suslin Hand	3-5
Hay Rider	6-8
Cow Milker	9-11
Red Neck	12-14
Farmet	15-17
Harvester	18-20
Harbor	21-23
Shooter	24-26
Tenacious	27-29
Singer	30-32
Blaster	33-35

The Farm Layout

Barneyard Blaster provides four screens on which to practice your shooting skills.

The Barnyard

In the barnyard, bottles and cans lined up on a fence offer your practice for swinging up the old "shooter" icon. This is your target-practice area. Watch for the gopher, who may appear in the field behind the fence. Here's a quick little fellow. (The gopher can appear on all four of the different screens.)

The Cornfield

In the cornfield, you'll aim at static targets—watermelons and pumpkins—and moving targets—brows and rabbits. You must shoot the veggies before you can get the moving critters.

The Barn

As you enter the barn, all sorts of orders will stream across the floor. Occasionally, birds will swoop down.

Grampa's Bonus Screen

On the bonus screen, Grampa will throw 10 bottles into the air to help you hone your shooting skills. Shoot each bottle before it disappears. But don't shoot poor Grampa; if you do, the bonus round will end.

Scoring

In each area of the farm, points range from 10 to 250, depending on the target and how quickly you hit it. The smaller and faster the target, the more points it's worth.

Screen	Target	Points
Barnyard	Rooster	10-50
	Can	10-50
	Gopher	50-250
Cornfield	Watermelon	10-50
	Pumpkin	10-50
	Rabbit	30-150
	Crow	30-150
	Gopher	50-250
Barn	Duck	20-100
	Chicken	20-100
	Swan Birds	30-150
	Owl	30-150
	Rosetta	50-150
	Mouse	50-250
	Gopher	50-250
Group Bonus	Spinning Rooster	20-100
	Gopher	50-250

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